

# INSTRUCTION MANUAL

## **SPECTRAVIDEO™**

VIDEO GAME CARTRIDGE

## **FRANTIC FREDDY**



THE WHOLE APTMENT BUILDING IS ABLAZE! NO ONE KNOWS HOW IT GOT STARTED, BUT EVERYBODY KNOWS IT HAS TO BE PUT OUT. LIVES ARE IN DANGER. (SO ARE CATS FOR THAT MATTER!) IT'S UP TO YOU TO SAVE THE DAY AND BE THE TOWN HERO.

AS SOON AS YOU GRAB THE JOYSTICK, FRANTIC FREDDY THE FEARLESS FIREMAN SWINGS INTO ACTION. YOU MUST BRAVELY WEAVE YOUR WAY THROUGH THE SEARING WALL OF FLAMES. YOU MUST ACCURATELY DIRECT THOSE FLAME-SNUFFING SQUIRTS OF WATER AND YOU MUST SAVE THOSE POOR, HELPLESS CATS IN THE WINDOWS.

IT'S ALL UP TO YOU... AND FRANTIC FREDDY. WILL YOU SAVE THE DAY? OR WILL YOU GET BURNED?

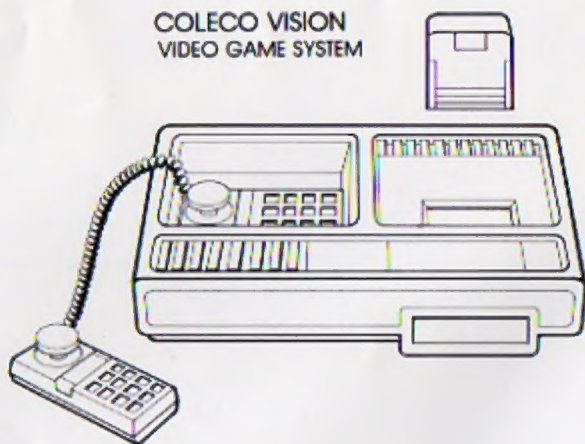
FOR THE  
**COLECO VISION**  
VIDEO GAME SYSTEM

# TABLE OF CONTENTS

CONTENT	PAGE
GETTING STARTED	2
BASIC FIREMATICS	3
THE TOWERING INFERNO	4
HOW NOT TO GET BURNED	6
THE RED BADGE OF HEROISM	7

## GETTING STARTED

1. Hook up your COLECOVISION™ console to TV or monitor.
2. Make sure the console is turned off.
3. Insert your Frantic Freddy cartridge by firmly pushing it straight down into the cartridge slot.
4. Turn OFF/ON switch to ON after cartridge is inserted.
5. Skill level/Game Mode Selection — to keep you interested indefinitely, Frantic Freddy has 8 different levels, as fully described later. To select the level you want, just press the corresponding buttons on your keypad controller. You will hear several musical notes and the game will begin.
6. For a 1-player game, use the controller plugged into Port-1. For a 2-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.
7. Pressing ★ after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.

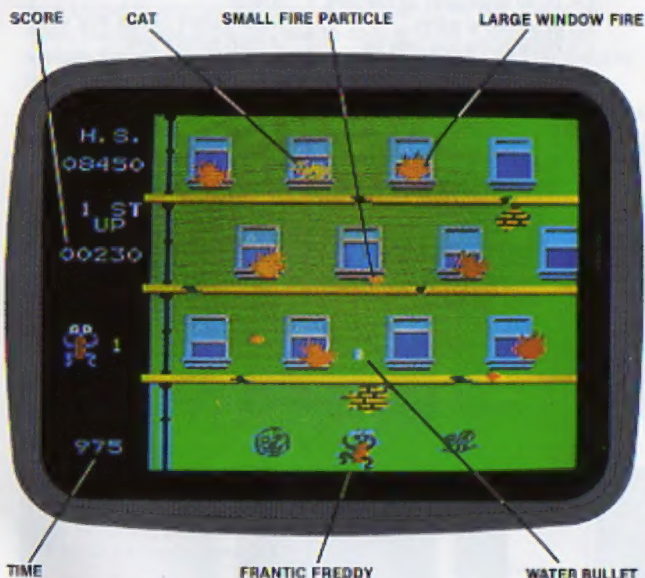


## BASIC FIREMATICS

The whole apartment building is a raging inferno! No one knows how it got started, but *everyone* knows that it must be put out ... fast! Lives are in danger. So are cats, for that matter (some are down to their ninth life!) It is up to you to take control of Frantic Freddy, the fearless fireman, and save the day.

Water, of course, is your biggest weapon. Those oxygen-snuffing squirts are released each time you press the button on your joystick. But you must utilize all your other fireman's skills, too. First, you must dodge and dart (through use of the joystick) to evade burning debris that falls menacingly and randomly from the building. You also must adroitly move up and down or left and right on the pipe, and in and out of doors to avoid danger (see p.6) Finally, to be a true hero, you must bravely save the poor helpless cats that appear in the windows.

Sound too difficult for you? Well, as someone once said: If you can't take the heat, stay out of the kitchen!





# THE TOWERING INFERNO

## OBJECT

The object of the game is to score as many points as possible by fighting the fire and saving the cats. Your point total will be shown on the screen (see above). To obtain the highly prized "Red Badge Of Heroism", a fireman's highest award, you will have to truly excel.

## LEVEL

There are four skill levels to Frantic Freddy, as fully described on p.4. However, for each of the four levels, there are two modes — one and two — so there are really 8 skill levels. Not only that, the game can be played by one person or two persons. Thus there are really 16 challenging ways to play Frantic Freddy.

## CHART OF SKILL LEVELS

LEVEL	MODE 1	MODE 2
1,5	<ul style="list-style-type: none"><li>• Use water bullets to extinguish fire bullets.</li><li>• Try to extinguish all the fires by shooting water.</li><li>• Water bullet can only be released vertically.</li><li>• Once all the fires are put out and no cat appear, game will automatically shift to Mode 2.</li></ul>	<ul style="list-style-type: none"><li>• Extinguish red moving fire by hitting it six times with water bullets.</li><li>• Water bullets can be shot left or right horizontally.</li><li>• Once 4 red moving fires are put out, the magenta moving fire can be put out with 6 bullets.</li></ul>
2,6	<ul style="list-style-type: none"><li>• When some of the moving fires are extinguished, they may reappear.</li><li>• The rest of the game play is the same as level 1,5 Mode 1.</li></ul>	<ul style="list-style-type: none"><li>• When some of the moving fires are put out, they may reappear.</li><li>• The rest of the game play is the same as level 1,5 Mode 2.</li></ul>
3,7	<ul style="list-style-type: none"><li>• When cat drops from window, catch it by moving Frantic Freddy below. If you miss, both cat and Frantic Freddy will be killed.</li><li>• The rest of game play is the same as level 1,5 Mode 1.</li></ul>	<ul style="list-style-type: none"><li>• When cat appears, you can now also save it by moving up to the floor where cat is trapped and catching it horizontally.</li><li>• If the player wants to move to the floor where the secret door flashing, he/she should move Frantic Freddy to flashing door and push joystick forward to complete the action.</li><li>• The rest of the game play is the same as level 1,5 Mode 2.</li></ul>
4,8	<ul style="list-style-type: none"><li>• when some of the big fires are put out, they may reappear.</li><li>• The rest of the game play is the same as level 3,7 Mode 1.</li></ul>	<ul style="list-style-type: none"><li>• When some of the big fires are put out, they may reappear.</li><li>• The rest of the game play is the same as level 3,7 Mode 2.</li></ul>

**NOTE:** Levels 5, 6, 7 and 8 are for two persons, but the difficulty corresponds to 1, 2, 3 and 4 respectively.

There are actually even *more* than 8 skill levels in Frantic Freddy. That's because if you successfully make it through Modes 1 and 2, the game will automatically shift back to Mode 1, but now the speed of the fire particles will increase.

#### TAKING CONTROL

To control Frantic Freddy, all you do is move the joystick left or right or up and down. To shoot water, all you do is press the joystick button. Only one squirt is needed to extinguish the small fire particles that drop from the upper floor. But *six squirts* are necessary to put out the bigger fires in the windows.

Note that there are *two* types of fire particles; Red and magenta. You must remove all the red before you can go to work on the more destructive magenta flames.

The toughest part of all is rescuing the poor cats. Their hair has already been singed by the fire, and they are whimpering for help. Don't fall them! The pictures show you how to do it. In Mode 1, you have to position Frantic Freddy below where the cat will fall. Don't let the poor cat hit the ground!

In advanced levels of Mode 2, you can save the cat by moving *horizontally* to the window. Where the cat is located.



FRANTIC FREDDY



CAT



LARGE WINDOW FIRE



RED FIRE PARTICLE



MAGENTA FIRE PARTICLE



THE SECRET DOOR

# HOW NOT TO GET BURNED

Of course all the while that you are bravely fighting the fire you must keep from getting burned yourself. A fireman that look's like a toasted marshmallow isn't much use to anyone!

Your basic tactic is to move the joystick left or right to avoid burning debris. This is easy when the particles are coming slowly, but when they speed up, watch out (no firemen will be allowed on the scene without protective hard-hats). Another way to avoid danger, at certain skill levels, is to utilize the convenient pipe attached to the outside of the apartment. You can move left or right or up and down. Still another evasion gambit is to duck into the flashing door when it appears. To do this, you really have to be quick.



THE SECRET DOOR



THE PIPE MANEUVER



RESCUING THE CAT

# THE RED BADGE OF HEROISM

## SCORING

<u>MODE</u>	<u>DESCRIPTION</u>	<u>PTS</u>
1	Extinguish one fire bullet.	10
1 or 2	Hit one big fire with water.	10
	Extinguish one big fire.	100
	Save one cat.	100

## AWARDS

APPRENTICE FIREMAN	2,000 points
THE HYDRANT INSIGNIA	4,500 points
HIGH HOSE	7,500 points
THE RED BADGE OF HEROISM	10,000 points



# INSTRUCTIONAL MANUAL

## EXPERIMENT

THEORY OF THE EXPERIMENT

## EXPERIMENTAL PROCEDURE



The purpose of this experiment is to determine the effect of the independent variable on the dependent variable. The independent variable is the factor that is being manipulated, and the dependent variable is the factor that is being measured. The results of the experiment will be used to draw conclusions about the relationship between the two variables.

## CONCLUSION

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